Advanced Dungeons & Dragons™

TREASURE OF TARMIN™ Cartridge

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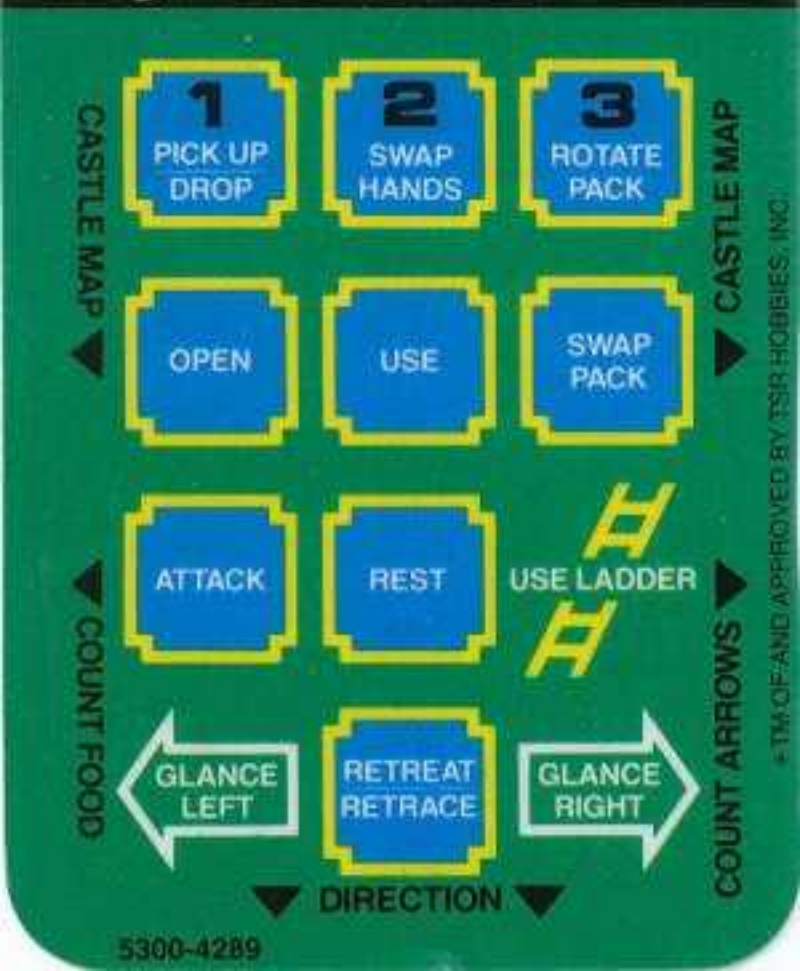

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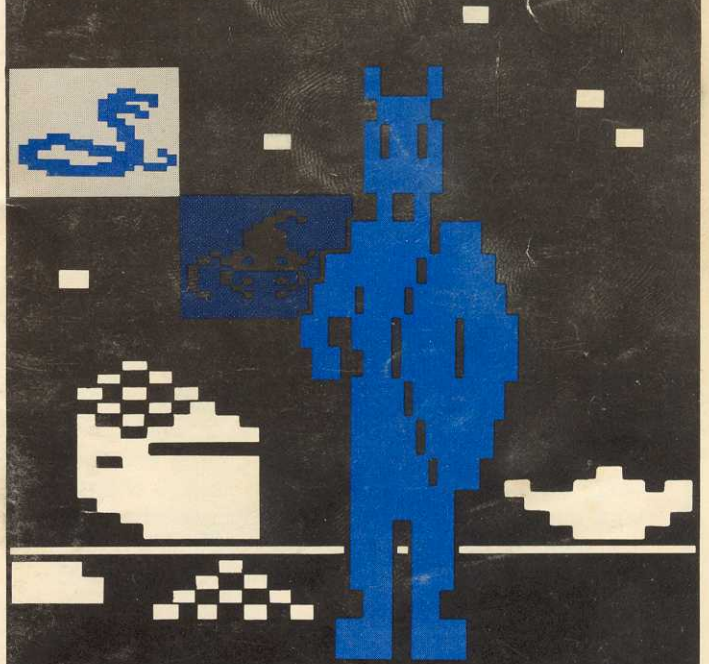
INTELLIVISION® MATTEL ELECTRONICS®

Advanced Dungeons & Dragons™*

TREASURE OF TARMIN™* CARTRIDGE

(INSTRUCTIONS FOR 1 PLAYER)



FOR COLOR TV VIEWING ONLY

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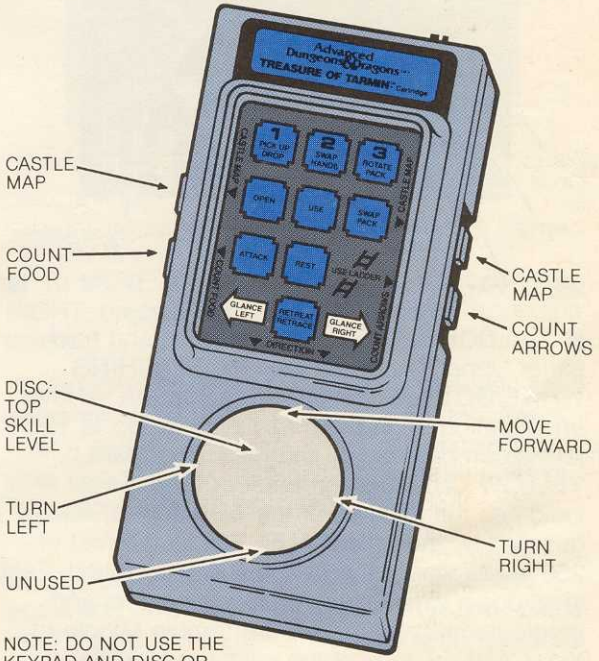
The DREADED MINOTAUR and his monster companions built a complicated system of MAZES and DUNGEONS in the island of Tarmin to hide and protect the Great Treasure of dark ages. Along with other stolen riches, they took OBJECTS of SPIRITUAL POWERS and LETHAL WEAPONS. Now the castle with its GHASTLY OCCUPANTS and FIERCELY GUARDED TREASURES has lured you in...You begin your JOURNEY wondering whether you'll ever make it to the end...

OBJECT OF THE GAME

ALONE in a deep web of endless rooms and corridors...you move on with a bow, a quiver of arrows, a sack of flour, and an empty pack toward DEEPER PATHWAYS...beyond which the TARMIN TREASURE can be found. Yet you know the DEVOURING MINOTAUR awaits you...at the end of your quest. You proceed cautiously through ILL-OMENED GATES and LADDERS and even HIDDEN DOORS. You bump into all kinds of combat and spiritual objects, some of which give you STRANGE POWERS when collected and then used. Your pack can only contain up to 6 objects, your hands 2 — but they can be swapped around and used in the best possible ways. So it's up to you to OUTSMART the EVIL FORCES...and GRAB the LOOT!

YOUR CONTROLS

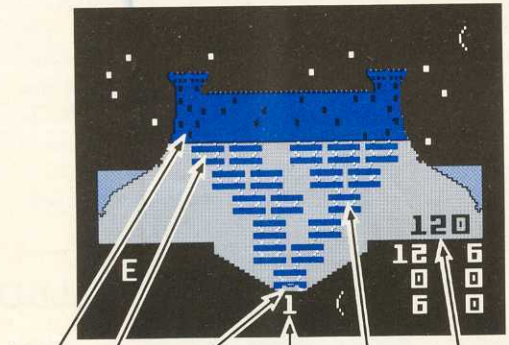
Slide ADVANCED DUNGEONS & DRAGONS™* TREASURE OF TARMIN™*cartridge overlays into Hand Controller frames, so they cover the keypads. Insert game in computer console cartridge slot (see console owner's instructions for equipment connection details).



NOTE: DO NOT USE THE KEYPAD AND DISC OR SIDE BUTTONS AT THE SAME TIME.

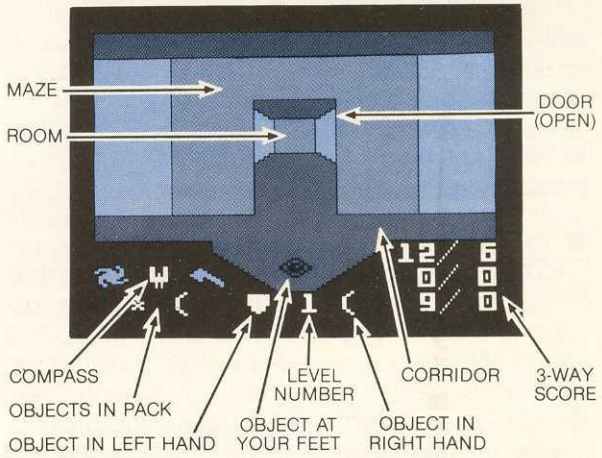
YOUR COMMANDS

CASTLE MAP



■ To LOOK at CASTLE MAP, press and hold either Upper Action Button. The FLASHING WHITE DOT will tell you where you are — level and location — in the maze system. Up to 12 levels can be seen on the map. The SMALL YELLOW CHEST in the center of the lowest level indicates the location of the TARMIN TREASURE... guarded by the MINOTAUR. This is the first of 256 levels where the treasure can be found. Each level down is filled with nastier monsters and magic items...and maybe the terrible Minotaur! You CANNOT look at the castle map while fighting a monster!

MAZE MAP



■ To MOVE FORWARD, TURN LEFT, or TURN RIGHT, press and hold DISC in corresponding position.

■ To COUNT number of FOOD UNITS you have, press and hold Lower Left Action Button. You'll hear a series of CLICKS. Each click corresponds to a food unit. You can collect up to 99 units of food by picking up flour sacks of 6 to 9 units each.

■ To COUNT number of ARROWS you have, press and hold Lower Right Action Button. You'll hear a series of CLICKS. Each click corresponds to an arrow. You can collect up to 99 arrows by picking up quivers of 6 to 9 arrows each.

■ To pick up or drop objects, press PICK UP/DROP. This relates to your RIGHT HAND only. Your hand must be empty to pick up something, otherwise this command will swap what is in your hand with what is at your feet.

■ To swap objects from one hand to another, press SWAP HANDS.

■ To rotate objects in your pack, press ROTATE PACK. Up to 6 objects will rotate in a CLOCKWISE direction, one position at a time, occupying the following clock positions: 1, 3, 5, 7, 9 and 11 o'clock.

■ To swap an object in your pack with an object in your right hand, press SWAP PACK. You can only swap an object occupying the 3 o'clock position in your pack.

■ To open an UNLOCKED CONTAINER at your feet, or a door or hidden door directly in front of you, press OPEN. Certain walls may contain a HIDDEN DOOR. If TRAPPED in a room, try this command when facing a wall.

■ To use an object in your right hand, or possibly act upon an object at your feet, press USE.

■ To attack a monster directly in front of you with the object in your right hand, press

ATTACK. You cannot attack while the objects in your left and right hands are flashing (this means it's NOT your turn). Monsters often attack first. Wait for your turn.

■ To REGAIN both your WAR STRENGTH and SPIRITUAL STRENGTH after a battle, press REST. The amount of rest you'll get will depend on the number of food units you have picked up. Each unit of food can give you up to 5 units of war strength and 2 units of spiritual strength.

■ To GO DOWN a LEVEL into a new maze using the ladder at your feet, press USE LADDER. Once used, a ladder WON'T allow you to CLIMB UP a level again. However, when you reach level 256, the deepest one, a ladder will place you back up to level 1.

■ To see what is to your left, press GLANCE LEFT.

■ To see what is to your right, press GLANCE RIGHT.

■ To go back where you were last or retrace your last step, press RETREAT/RETRACE. Press once to retreat and the monster will take one LAST SHOT at you. If you continue pressing this command, the monster will continue hitting you until you let up on the Disc.

GET READY

Start by setting the skill level:

Press [3] for Easiest

Press [2] for Easy

Press [1] for Medium

Press [DISC] for Hard

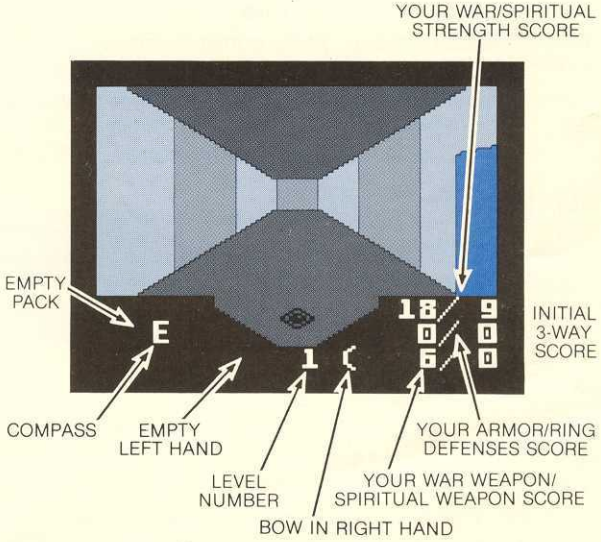
START YOUR JOURNEY!

Once a skill level has been set, the game begins immediately with a brief display of the overall CASTLE MAP.

The castle map comes and goes. You've been told where you are in the first maze level, by the FLASHING WHITE DOT. You've seen the ladders diagonally connecting the maze levels, and the TARMIN TREASURE (represented by a small YELLOW CHEST) right in the middle of the bottom level!

Here are your INITIAL CONDITIONS, depending on your skill level chosen:

GAME SKILL LEVEL	MINIMUM MAZE LEVELS	POSSIBLE LENGTH OF GAME	YOUR VULNER-ABILITY	YOUR WAR/ SPIRITUAL STRENGTH	YOUR FOOD	YOUR ARROWS
EASIEST	2	5-30 MIN	1/4	18/9	9	9
EASY	4	1/4-1 HR	1/2	16/8	8	8
MEDIUM	8	1/2-3 HR	3/4	14/7	7	7
HARD	12	1½-5 HR	FULL	12/6	6	6



Now you're on your own in the NW corner of the maze...heading EAST...inside an outer corridor. You carry a BOW in your right hand, some ARROWS in the quiver, a little FOOD in a sack, and an empty pack. Neither the quiver nor the sack are seen. The pack occupies the area on the screen where the COMPASS is, and it is noticed only when stuffed with objects. Move in the direction you want to go, by pressing edge of DISC.

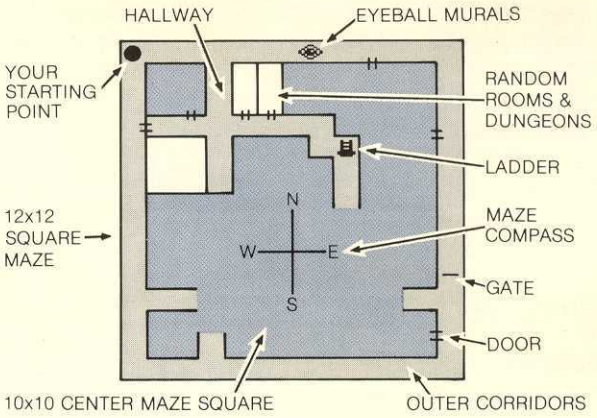
EYEBALL MURAL

Often, EYEBALL MURALS will appear to you. They are always in the outer corridors, MARKING the ENTRANCE to the interior of a maze. They come in three different colors. DARK GREEN indicates a war type maze, BLUE a spiritual type maze, and TAN a mixed type maze.

KNOW THE MAZE

Check your direction with the COMPASS. Look for OBJECTS and DOORS. Objects can be anything... such as weapons, containers, keys, useful items or treasures. Doors are usually easy to spot. But...

If TRAPPED in a DUNGEON, a HALLWAY, or a SECTION of the MAZE which seems to repeat itself endlessly, look for possible HIDDEN DOORS. Confront any suspicious wall as you would confront a regular door, and press



OPEN. If a hidden door exists, it will open. If not, turn around...step by step...and try other walls...or other pathways. Beware of OTHER DOORS...endowed with weird powers...

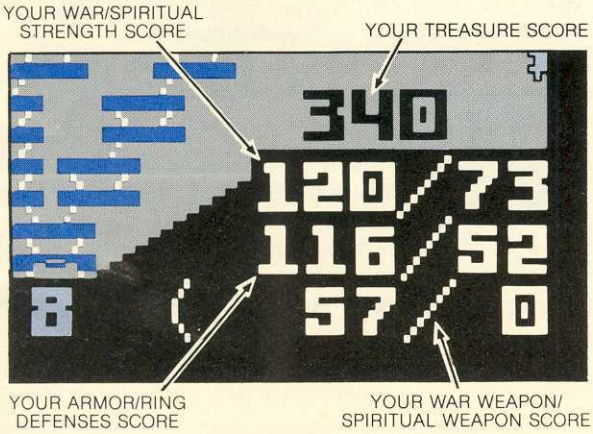
LADDER

A LADDER in your way will provide a quick exit, DOWN into a DEEPER LEVEL. Approach the ladder, and press USE LADDER. A suction sound will immediately transfer you! You may want to check your new position on the castle map, if you're still displayed on it.

GATE

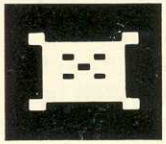
Sometimes you will encounter GATES in hallways. Going through a gate moves you over to an adjacent maze, but it may JUMBLE your WAR/SPIRITUAL strength SCORE. And you CANNOT go back through it! (REST AFTERWARD to regain some points and check your new score). Gates come in 3 colors: GREEN (makes you more warlike), BLUE (makes you more spiritual), and TAN (won't change you at all).

TREASURES DISAPPEAR when picked up, because you either carry them in your pockets or wear them. THEIR VALUES are recorded only on the castle map, in BLACK, directly above the 3-way scoring display.



QUIVERS and SACKS of FLOUR also DISAPPEAR when picked up. You'll be carrying them on your back!

QUIVER



SACK OF FLOUR

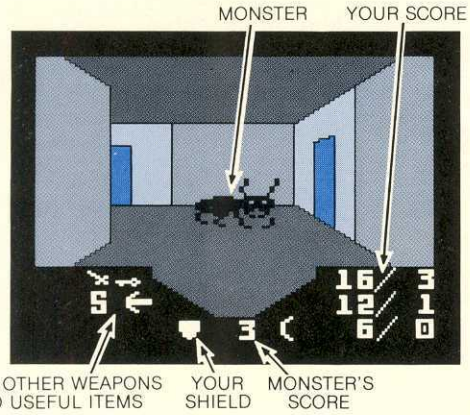
Other objects, like USEFUL ITEMS, may DISAPPEAR when picked up or used with your right hand. Or they may make you disappear...making you INVISIBLE to all monsters but the Minotaur (while also making the monsters invisible to you!) Such objects have SPIRITUAL POWERS.

To use a spiritual object, and it must be in your right hand or at your feet, press USE. Use immediately — rather than keeping it around — to build up your spiritual power, increase your score, and stand better chances of SURVIVING ATTACKING MONSTERS. Check spiritual points, if any, right of the slash of any of the three displayed scores.

ATTACKING!

You must have a weapon or magical item for use in your RIGHT HAND to fight. If you don't, swap a weapon from your left hand or pack. Or pick up a weapon that you find. Try to be prepared with a shield in your left hand. If order of objects in pack needs rotating, do so, and get your most effective weapon out!

Remember, many weapons and items will VANISH upon their use in a battle. So keep several weapons in your pack to ensure victory. Watch both YOUR SCORE and the MONSTER'S SCORE before and after every round of attack. Work out a BATTLE STRATEGY. Some monsters will knock you out with just one or two blows...if you're not careful!



Avoid attacking if your score looks weaker than the monster's. Press RETREAT/RETRACE and move away. Chances are you can PICK UP MORE WEAPONS in the hallways and dungeons and ATTACK LATER!

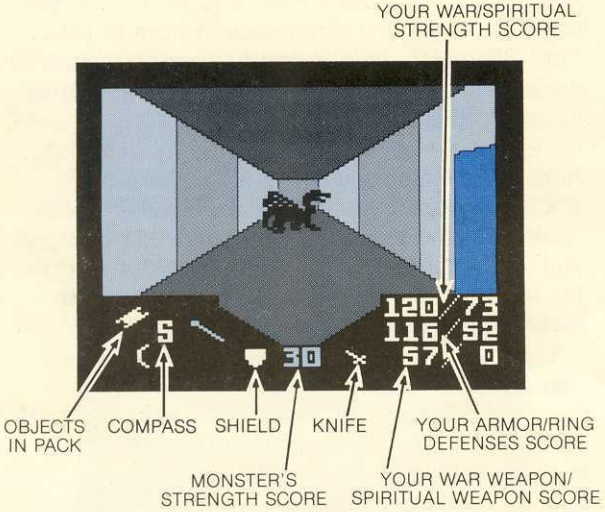
You can only attack a monster STANDING DIRECTLY IN FRONT of you, although a monster may attack you from a nearby position. Sometimes he might just run smack in front of you from BEHIND a DOOR that behaves strangely because of an OMINOUS SPELL. Watch out for those SURPRISE ATTACKS!

After the initial assault, you ALTERNATE ATTACKS. If you attack first, you CANNOT attack again until the monster has thrown something at you. The exchange will be brief if either you or the monster is much stronger. Or it may last quite a while if there is a balance of forces.

The BATTLE ENDS when either you or the monster DIES...or when you RETREAT. Monsters NEVER retreat. A dying monster will disappear in a cloud of smoke. His score will vanish too. If you DIE, your score will end up with a 0 on either side of the slash of your WAR/SPIRITUAL STRENGTH scoring display. However, cheer up! If you are worthy, you'll be REINCARNATED! And that means, a new opportunity for you to win!

SCORING

Your 3-WAY SCORING DISPLAY on BOTH MAPS plus your SPECIAL TREASURE VALUE SCORING DISPLAY on the CASTLE MAP tell you how you're doing. Anything LEFT of a slash on the 3-way scoring is a WAR-TYPE score, anything RIGHT of a slash is a SPIRITUAL score.



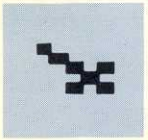
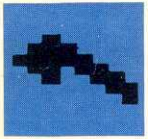
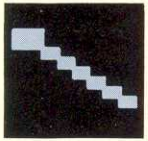
At the BOTTOM is the score of the object (WAR WEAPON or SPIRITUAL WEAPON) you have picked up for use in COMBAT...or to BUILD YOUR STRENGTH in preparation for such a combat. The score will remain on the screen as long as you hold the object in your RIGHT HAND. In the

MIDDLE is your ARMOR/RING body DEFENSES score. At the TOP is your overall STRENGTH (WAR and SPIRITUAL) score. Keep it high!

A similar overall STRENGTH score is kept for the monster attacking you! His comes in green or blue colors. GREEN for WAR-derived STRENGTH and BLUE for SPIRITUAL-derived STRENGTH. This score will appear DURING a BATTLE only and on the spot on the screen where normally the maze level indication appears. The score that appears initially is the weakest of his two — WAR or SPIRITUAL. Thereafter, is the score that was last damaged by your weapon used.

Notice that your MAXIMUM STRENGTH score (top line) under normal conditions is 49/24. But using useful items such as war or spiritual books or certain potions may change that! Notice also that your MAXIMUM WEAPON score (bottom line) is 99/0 (if WAR type) or 0/65 (if SPIRITUAL). Always check the SECRETS OF THE UNIVERSE tables to plan your STRATEGIES...and SURVIVE! And ultimately WIN the GAME!

SECRETS OF THE UNIVERSE

WAR WEAPON TYPES		SPECIAL SECRETS
	BOWS	Use 1 arrow at a time; bows may break
	KNIVES	Vanish when used in an attack
	AXES	Vanish when used in an attack
	DARTS	Vanish when used in an attack
	SPEARS	Vanish when used in an attack

WAR WEAPON TYPES		SPECIAL SECRETS
	CROSSBOWS	Use 1 arrow at a time; crossbows may break

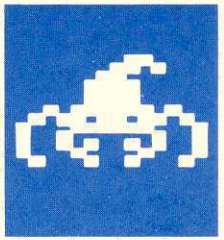
WAR WEAPON COLORS		POWER
TAN	WOOD/LEATHER	REGULAR POWER
ORANGE	RUSTY IRON	GREATER POWER
BLUE	STEEL	FAIR POWER
GRAY	SILVER	MEDIUM POWER
YELLOW	GOLD	HIGH POWER
WHITE	PLATINUM	SUPER POWER

ARMOR TYPES	SPECIAL SECRETS
SMALL SHIELDS	Hold in left hand during fight
LARGE SHIELDS	Hold in left hand during fight
GAUNTLETS	Use to put on; best color is kept
HAUBERKS	Use to put on; best color is kept
HELMETS	Use to put on; best color is kept

ARMOR TYPES	SPECIAL SECRETS
BREAST-PLATES	Use to put on; best color is kept

■ Wearing a piece of armor will protect you a little from war weapons thrown at you by monsters.

ARMOR COLORS & POWER: Same as WAR WEAPON



SPIRITUAL WEAPON TYPES		SPECIAL SECRETS
	SCROLLS	Reusable; may break
	SMALL FIREBALLS	Vanish when used in attack
	SMALL LIGHTNING BOLTS	Vanish when used in attack
	LARGE FIREBALLS	Vanish when used in attack
	LARGE LIGHTNING BOLTS	Vanish when used in attack

SPIRITUAL WEAPON TYPES		SPECIAL SECRETS
	BOOKS	Reusable; may break

SPIRITUAL WEAPON COLORS	POWER
BLUE	REGULAR POWER
GRAY	GREATER POWER
WHITE	FAIR POWER
PINK	MEDIUM POWER
RED	HIGH POWER
PURPLE	SUPER POWER

RING TYPES		SPECIAL SECRETS
	SMALL RING	Use to put on; best color is kept
	LARGE RING	Use to put on; best color is kept

■ Wearing a ring will protect you a little from spiritual weapons thrown at you by monsters.

RING COLORS & POWER: Same as SPIRITUAL WEAPON

CONTAINER TYPES		SPECIAL SECRETS
	MONEY BELTS	Contents: REGULAR Open to grab contents
	SMALL BAGS	Contents: BETTER Open to grab contents
	BOXES	Contents: FAIR Locked; use key to open and grab contents
	PACKS	Contents: MEDIUM Locked; use key to open and grab contents
	LARGE BAGS	Contents: GREAT Open to grab contents

CONTAINER TYPES		SPECIAL SECRETS
	CHESTS	Contents: SUPER Locked; use key to open and grab contents

■ Containers may contain bombs, which will hurt you when they blow up. There are 3 types of bombs. Nastier bombs will be found in better containers. There is no way of avoiding their blast.

■ When opened or unlocked, containers reveal a treasure or a useful item. The value of the treasure or item found depends on the type and quality of the container. Better treasures are found in better containers.

■ Use of a small potion increases the potential of all containers significantly while in effect. Attacking a monster with a container will make him take the container and forget about the fight.

CONTAINER COLORS	POWER
TAN	MILD QUALITY
ORANGE	GOOD QUALITY
BLUE	BEST QUALITY

TREASURE TYPES		VALUES SILVER	GOLD	PLATINUM
	COINS	10	30	170
	NECK-LACES	20	70	200
	INGOTS	50	350	450
	LAMPS	100	150	220
	CHALICES	120	250	400
	CROWNS	300	500	600

■ Picking up treasures with your right hand automatically scores them for you. Read their special score in black on your overall castle map only. Watch each treasure being picked up disappear, since you'll be carrying it in your pocket or wearing it.

USEFUL ITEM TYPES	COLORS	SPECIAL SECRETS
KEYS	TAN	Unlock tan containers
	ORANGE	Unlock tan or orange containers
	BLUE	Unlock any container
WAR BOOKS (VANISH ON USE)	BLUE	Increase your experience with war weapons; turn your war strength score blue when in use; raise maximum score to 99
	PINK	Increase your experience with war weapons; turn your war strength score tan when in use; raise maximum score to 149
	PURPLE	Increase your experience with war weapons; turn your war strength score white when in use; raise maximum score to 199
SPIRITUAL BOOKS (VANISH ON USE)	BLUE	Increase your experience with spiritual weapons; turn your spiritual strength score blue when in use; raise maximum score to 49
	PINK	Increase your experience with spiritual weapons; turn your spiritual strength score tan when in use; raise maximum score to 74
	PURPLE	Increase your experience with spiritual weapons; turn your spiritual strength score white when in use; raise maximum score to 99

USEFUL ITEM TYPES	COLORS	SPECIAL SECRETS
SMALL POTIONS (VANISH ON USE)	BLUE	Refresh war & spiritual strength to maximum; help in fights, but lose 1 turn during fights
	PINK	Help find better things in containers; magic ends with a little "whoosh" noise
	PURPLE	Make you invisible to all demons except the Minotaur (while making them invisible to you); magic ends with a little "whoosh" noise
LARGE POTIONS (VANISH ON USE)	BLUE	Raise war strength score by 10; help in fights, but lose 1 turn during fights
	PINK	Raise spiritual power score by 10; help you, but lose 1 turn
	PURPLE	Switch war & spiritual strength traits; help in fights, but lose 1 turn during fights
SPECIAL BOOKS (NEVER VANISH)	BLUE	Teleport books move you forward in maze rooms in spite of walls, but not into monsters
	PINK	Vision books allow you to see through walls for a time
	PURPLE	Midas books turn treasures & war weapons platinum at your feet

- Useful items are found only in containers.

BAD MONSTERS		COLORS
	GIANT ANTS	BLUE PINK PURPLE
	DWARFS	YELLOW TAN ORANGE
	GIANT SCORPIONS	BLUE PINK PURPLE
	DWARFS WITH SHIELDS	YELLOW TAN ORANGE
	GIANT SNAKES	BLUE PINK PURPLE

BAD MONSTERS		COLORS
	ALLIGATORS	BLUE PINK PURPLE
	DRAGONS	BLUE PINK PURPLE

- Bad monsters use spiritual weapons only.
- Bad monsters are listed in order of increasing badness.

NASTY MONSTERS		COLORS WITH SHIELDS	COLORS WITHOUT SHIELDS
	SKELETONS	WHITE GRAY ORANGE	WHITE GRAY ORANGE
	CLOAKED SKELETONS	WHITE GRAY ORANGE	WHITE GRAY ORANGE
	GIANTS	YELLOW TAN ORANGE	YELLOW TAN ORANGE

- Nasty monsters use war weapons only.
- Nasty monsters are listed in order of increasing nastiness.

HORRIBLE MONSTERS		COLORS WITH SHIELDS	COLORS WITHOUT SHIELDS
	GHOULS (SHORT, HOODED, & ROBED)	WHITE GRAY ORANGE	WHITE GRAY ORANGE
	WRAITHS (TALL, HOODED, & ROBED)	WHITE GRAY ORANGE	WHITE GRAY ORANGE
	MINOTAUR	PURPLE (Guards the Tarmin treasure)	

- Horrible monsters use either spiritual or war weapons.
- In harder two skill levels, horrible monsters will shatter your weakest of two scores — war strength or spiritual strength.
- All together there are 52 types of monsters; you'll find more of the nasty and horrible ones in the deepest levels...down to level 256...if you care to find them!
- To win the game you must slay the Minotaur and grab the Tarmin treasure!

THE MINOTAUR

TARMIN TREASURE